



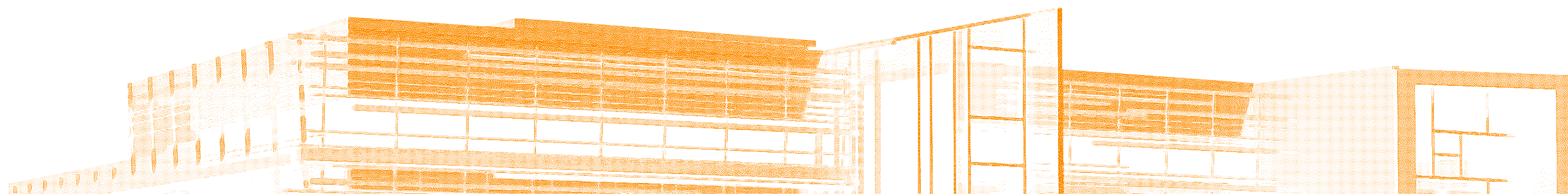
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Why Scrum and Agile?

- To reduce time to market
- To deal with the increasing complexity of the product and the rising customer expectation
- To deal with unclear and emergent requirements from client and changes during the development
- To be able to respond and adapt to specific markets with different success factors



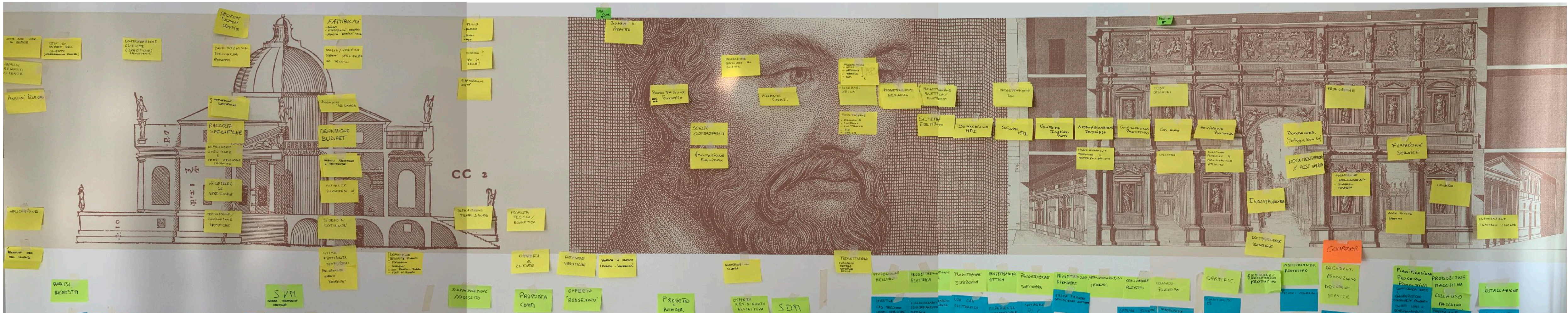
MANAGEMENT TRAINING AND LIFTOFF

- The **management team** is composed by the CEO, CFO, Head of HR, Head of R&D, Head of Production, Head of Sales&Marketing.
- They got trained about **Agile**, **Scrum** and **Scrum@Scale**.
- After the training they discussed in a management workshop the vision and the strategy for the Agile Transformation.



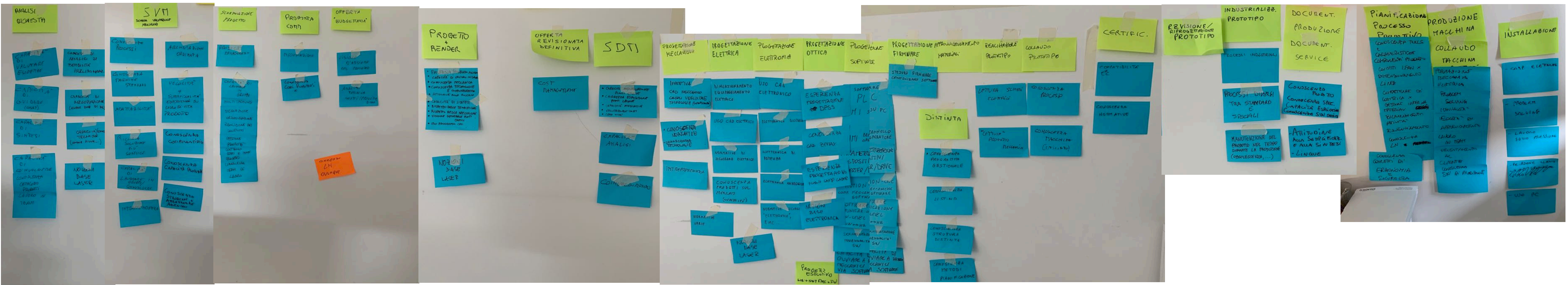
VALUE STREAM MAP

- During a workshop involving about 25 people, we mapped all the tasks of the selected Value Stream: **Laser Machining**.
- The value stream map captured all the concept-to-cash activities: from pre-sale until installation and post-sale customer services.



SKILL MAPPING

- In the same workshop, for each macro-step of the value stream map, we mapped the needed skills.
- The mapped skills included competencies (hard skills), domain (customer engineering process), and soft skills.



SKILL MATRIX

- The identified skills have been categorized into 15 profiles.
- We asked to the all R&D Department workforce to self evaluate themselves in the 15 profiles, to build their skill matrix.
- Levels vary from Beginner (can operate but with mentoring) to Senior (can operate autonomously) and Master (can teach).

Self Assessment Competenz

QUESTIONS RESPONSES 65

07 - Progettazione Meccanica di macchine Laser - come ti valuti in questa area, in riferimento alle voci elencate?

Progettazione Meccanica di macchine Laser

Creatività e Problem Solving

Capacità di lavorare in squadra

Intraprendenza

Conoscenza normative

Conoscenza approfondita della tecnologia Laser

CAD Meccanico (SolidWorks)

Calcoli e verifiche

Conoscenze tecniche di base generali

Conoscenze tecnologiche meccaniche

Contribuzione alla stesura della documentazione tecnica

Contribuzione al collaudo del prodotto finito

3 - Non dispongo di nessuna delle voci elencate

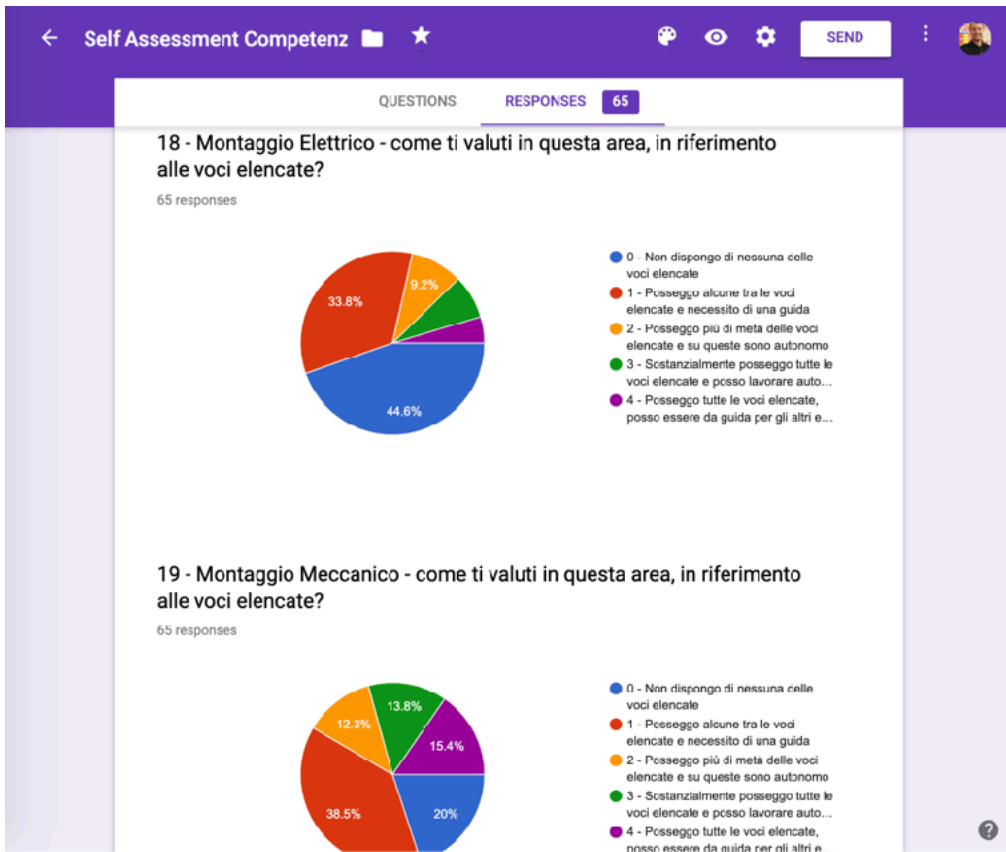
1 - Possego alcune tra le voci elencate e necessito di una guida

2 - Possego più di metà delle voci elencate e su queste sono autonomo

3 - Sostanzialmente possego tutte le voci elencate e posso lavorare autonomamente

4 - Possego tutte le voci elencate, posso essere da guida per gli altri e insegnarle

Self Assessment
Web Form



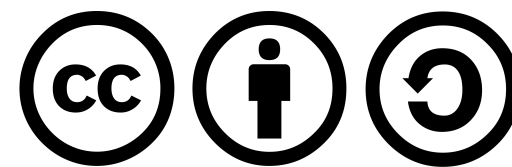
Results from the
entire R&D Department

NOME		02	03	04	05	06	07	08	9	10	11	12	13	14	15	16	17	18	19
Gianni Panizzon	4	4	2	3	3	2	1	1	1	1	1	1	1	1	1	1	1	4	4
Christian Lorenzato	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	4	1
Paolo Bonotto	1	1	1	0	2	2	0	0	0	3	0	0	0	0	0	2	0	3	1
Marco Pietrobelli	1	1	2	1	2	1	1	1	1	2	1	1	1	0	0	1	1	3	3
Matteo Fava	2	1	1	0	2	2	0	1	0	1	1	1	1	0	0	1	1	3	2
Matteo Rigotto	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	3
paolo fabris giuseppe	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0
Franco Beber	2	2	3	1	3	1	1	1	0	2	4	4	2	1	0	2	4	2	1
Michele Ferretto	1	1	1	0	1	1	1	1	0	2	1	1	0	1	1	2	1	2	1
Carlo Freguglia	1	2	0	0	1	2	1	1	0	1	1	0	0	0	0	1	0	2	4
Gabriele cattelan	1	2	1	1	2	2	1	1	2	1	1	1	1	1	1	1	1	2	4
Filippo Cristofori	1	3	2	1	1	0	1	1	0	1	0	1	1	1	0	0	0	2	1
Riccardo Fantin	1	1	1	0	1	1	0	0	0	2	1	1	1	0	2	3	2	1	1
Maurizio Marcato	4	4	4	4	4	4	1	1	0	2	2	2	1	2	1	2	2	1	1
Federico Creazzo	1	1	1	0	1	1	0	0	1	0	0	0	0	0	1	2	0	1	1
Carlo Tessaro	3	4	2	2	4	3	0	0	0	1	1	1	0	0	3	1	2	1	1
Emanuele Cudiffero	2	2	3	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
Flavio Zaccaria	1	1	2	1	2	2	3	4	4	1	1	1	1	1	1	1	1	1	2
Luca Zanon	2	3	3	3	2	3	3	3	3	1	1	1	1	0	2	1	0	1	3
Davide Lotto	2	3	3	0	3	2	0	0	0	0	0	0	0	0	3	1	1	1	1
Federico Cumerlato	1	1	1	1	1	1	0	0	0	0	0	0	0	0	2	1	3	1	0
Roberto Lanci	3	2	2	0	2	0	0	0	0	0	0	0	0	0	1	1	0	1	2
Alessandro Cantele	2	2	2	1	4	2	3	2	1	1	0	0	0	1	0	0	0	1	4
Emanuele Corà	2	3	2	1	4	2	4	4	1	1	1	0	1	2	1	0	0	1	4

Data Export
to Spreadsheet

NOME			
01 - Analisi delle Richieste	06 - Scheda Definizione Macchina	11 Progettazione Elettronica analogica	16 Progettazione Software PLC/CNC
VALUE	VALUE	VALUE	VALUE
02 - Scheda Valutazione Macchina	07 - Progettazione Meccanica macchine Laser	12 Progettazione Elettronica digitale	17 Progettazione Firmware
VALUE	VALUE	VALUE	VALUE
03 - Schedulazione Progetto	08 - Meccanica di macchine Laser con automazione	13 Progettazione Elettronica di potenza	18 Montaggio elettrico
VALUE	VALUE	VALUE	VALUE
04 - Proposta commerciale ed economica	9 Progettazione Meccanica Macchine Catena	14 Progettazione Ottica	19 Montaggio meccanico
VALUE	VALUE	VALUE	VALUE
05 - Definizione Progetto	10 Progettazione Elettrica	15 Progettazione Software	
VALUE	VALUE	VALUE	

Skill Matrix Card for each employee

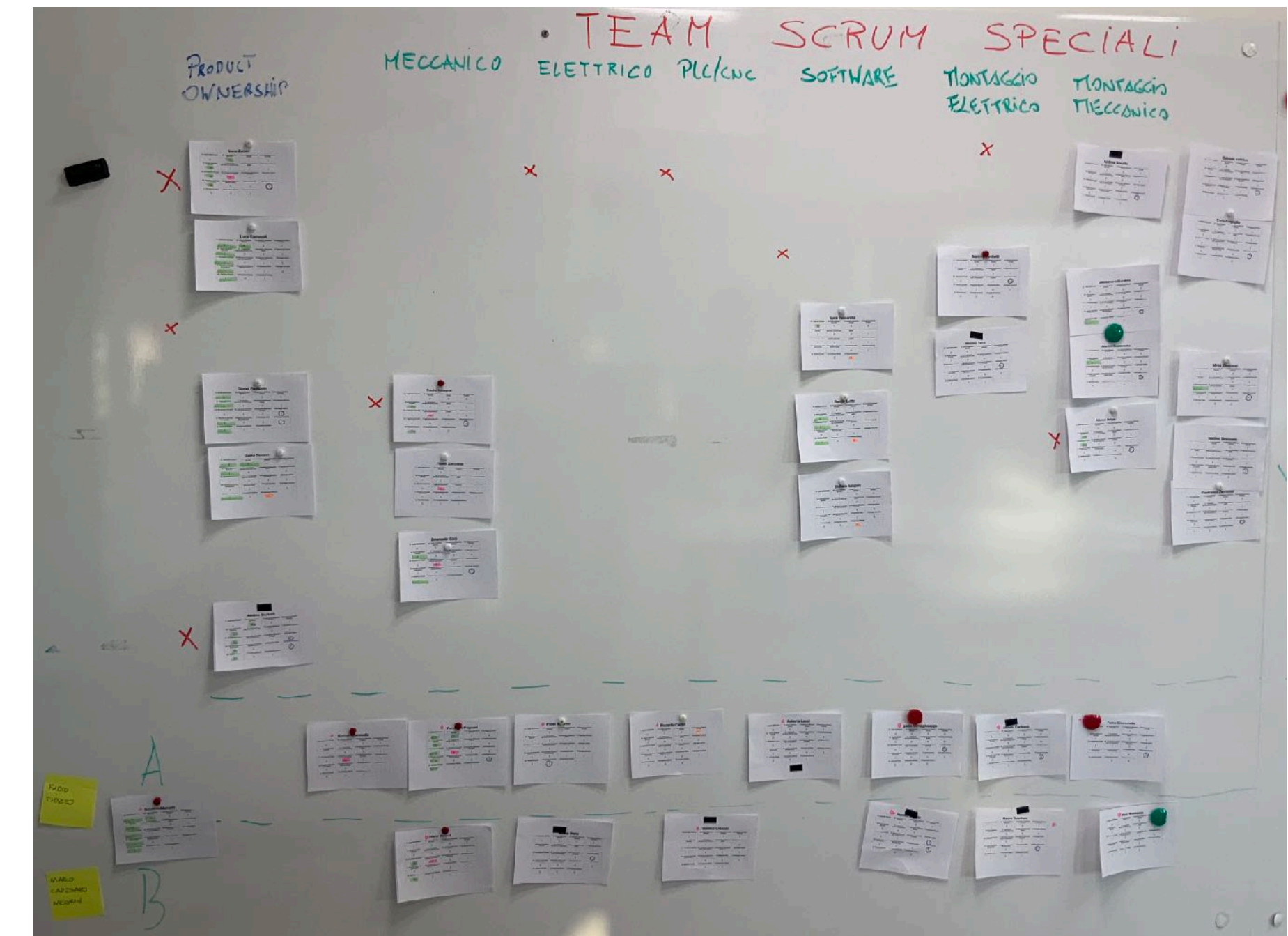


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Case Study By
Paolo Sammicheli

TEAM FORMATION

- Using the **Skill Matrix Cards**, the management discussed different team composition to find out a balanced set of skills.
- Between letting the team to self form or defining them upfront, the management used a mixed approach: defined the teams and then asked feedbacks.
- We draw a **Team Skill Heat Map** with the distribution of the skills for the entire team that gives a clue about what kind of skills the team needs to learn to be more productive and resilient.



Team A

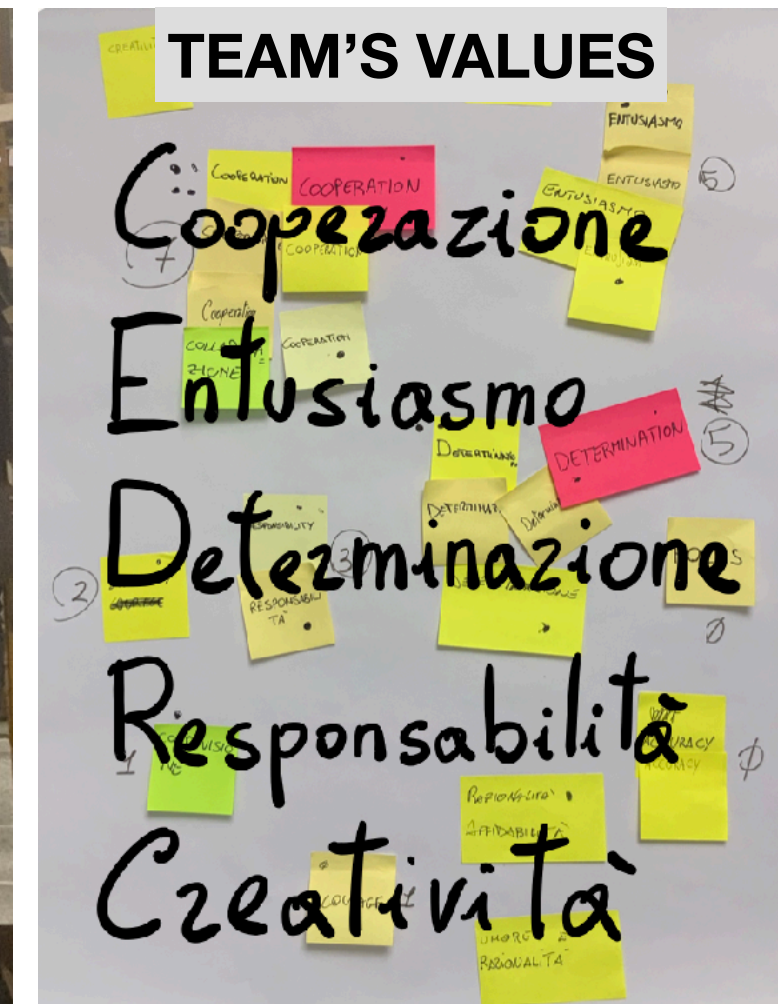
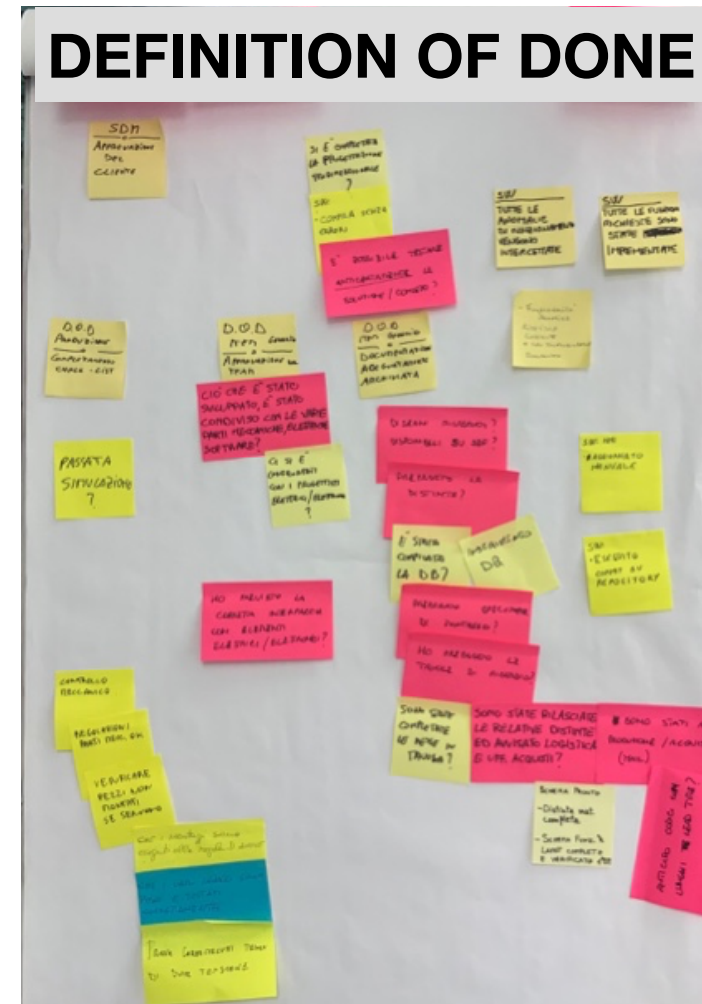
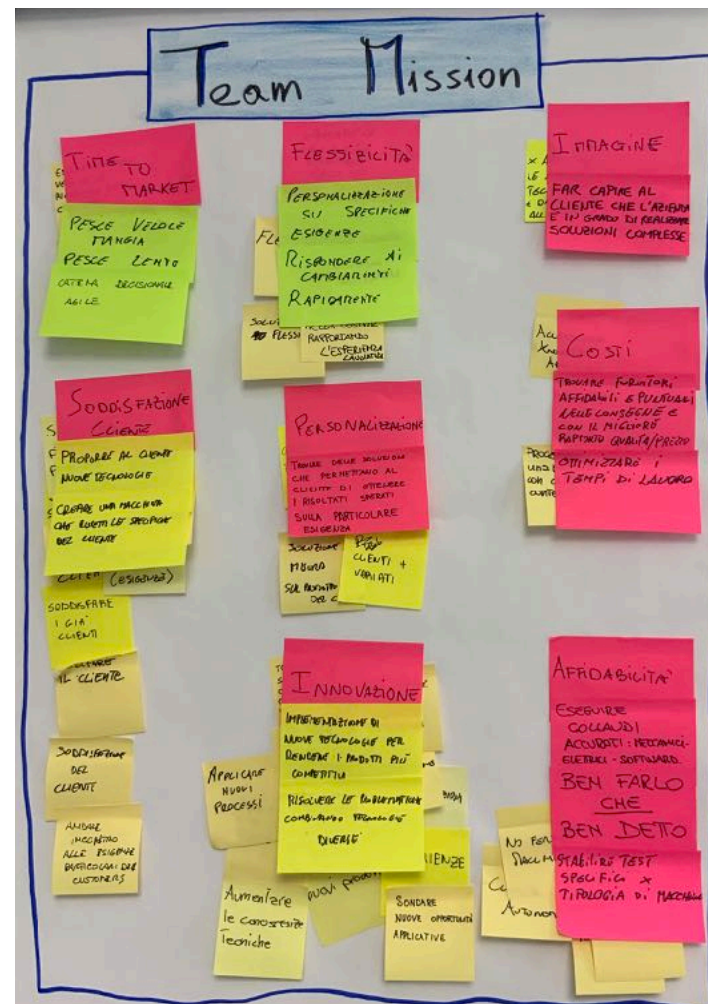
	1	2	3	4	5	6	7	8	9	10
0 - Nessuna										
1 - Alcune	2	4	2	1	2	1		1	1	1
2 - Molte	1	1	1	1	3	3	1	1	1	1
3 - Tutte	2	1	1	1	1	1	2	1	1	1
4 - Insegno					1	1	1	1	1	1

Team B

	1	2	3	4	5	6	7	8	9	10
0 - Nessuna										
1 - Alcune	3	2	2	1	1	1			1	1
2 - Molte		1				1				1
3 - Tutte			1				3	3		
4 - Insegno										

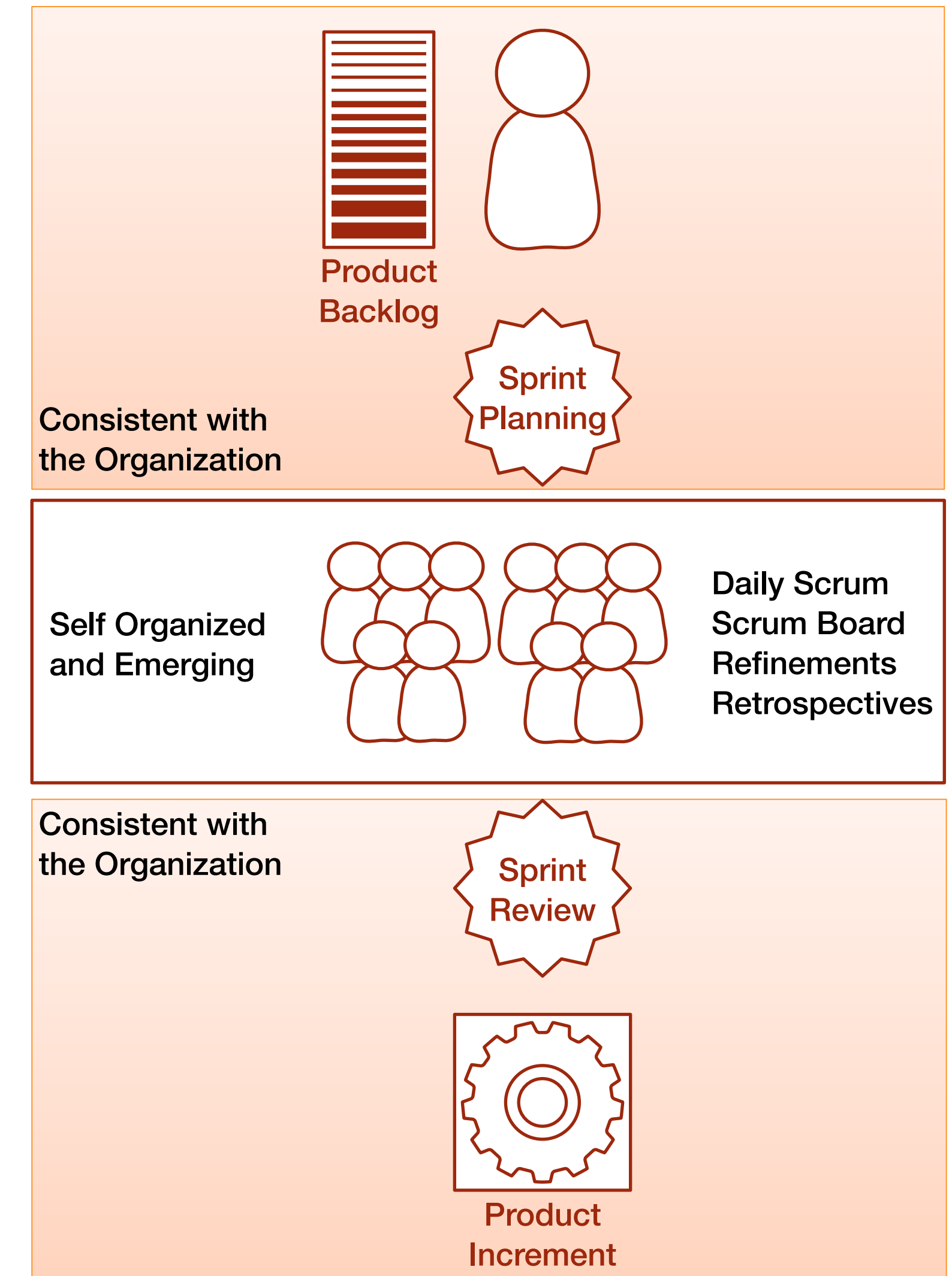
PILOT: SPECIAL LASER MACHINES

- The identified Pilot Team was the one in charge of building customized laser machines.
- 16 people involved, including 5 production specialists and 1 service specialist.
- Since the number of the team member was more than 9, we formed a Team of Teams of two: the “**Dual Core Team**” Pattern.



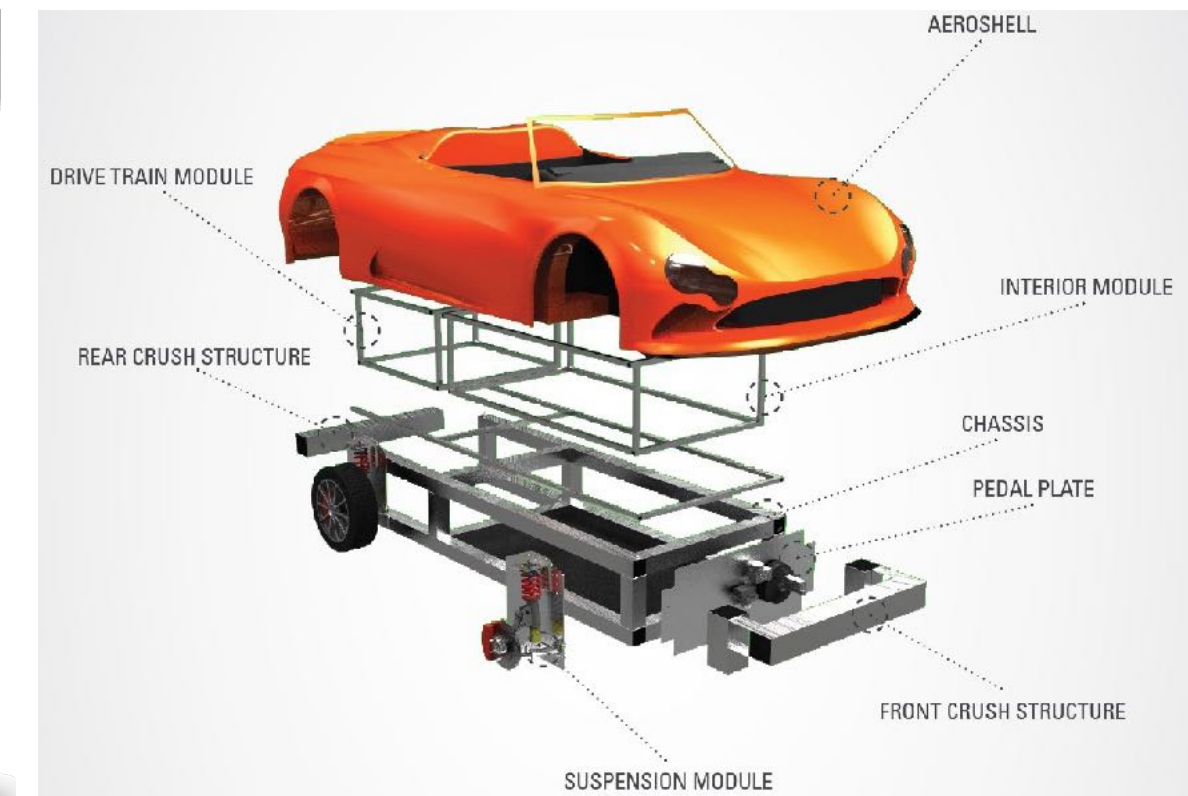
Scrum “Dual Core” Team

- It uses the metaphor of a computer processor to explain the concept of **Team of Teams**: «users don’t mind which core is processing the task; they mind end performance.»
- **One** Product Owner, **One** Backlog
- **One** Planning, **One** Increment, **One** Review
- The other Scrum Events, not exposed to the external organization, the team members will self organize to find out how better doing it: Separated, All Together, Together but with a representative.



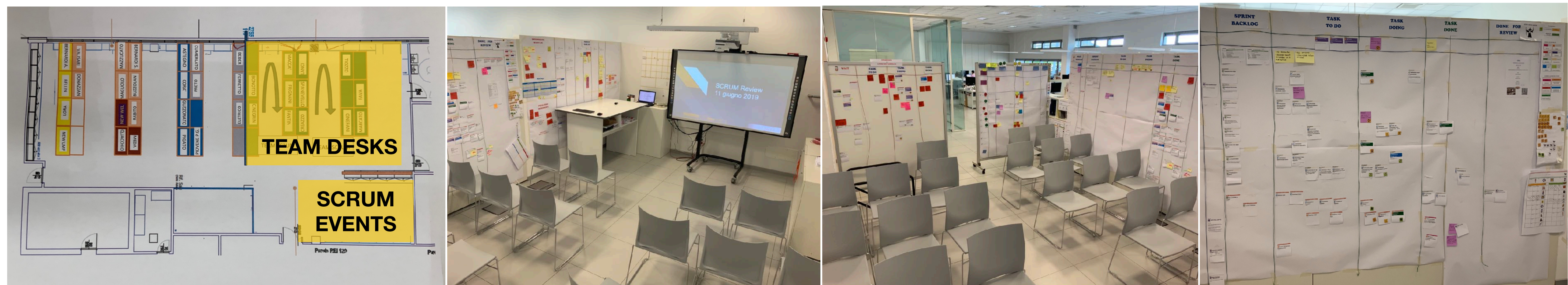
TRAINING

- Two days of Standard Scrum Training.
- One day of Scrum for Hardware: eXtreme Manufacturing and Hardware Case Studies.
- Final exercise: the Marshmallow Challenge



TEAM SPACE

- We needed to reorganize the Office Space to make the Scrum Team Member work in a touching distance.
- A specific area has been designated for the Scrum Events and the Scrum Board.



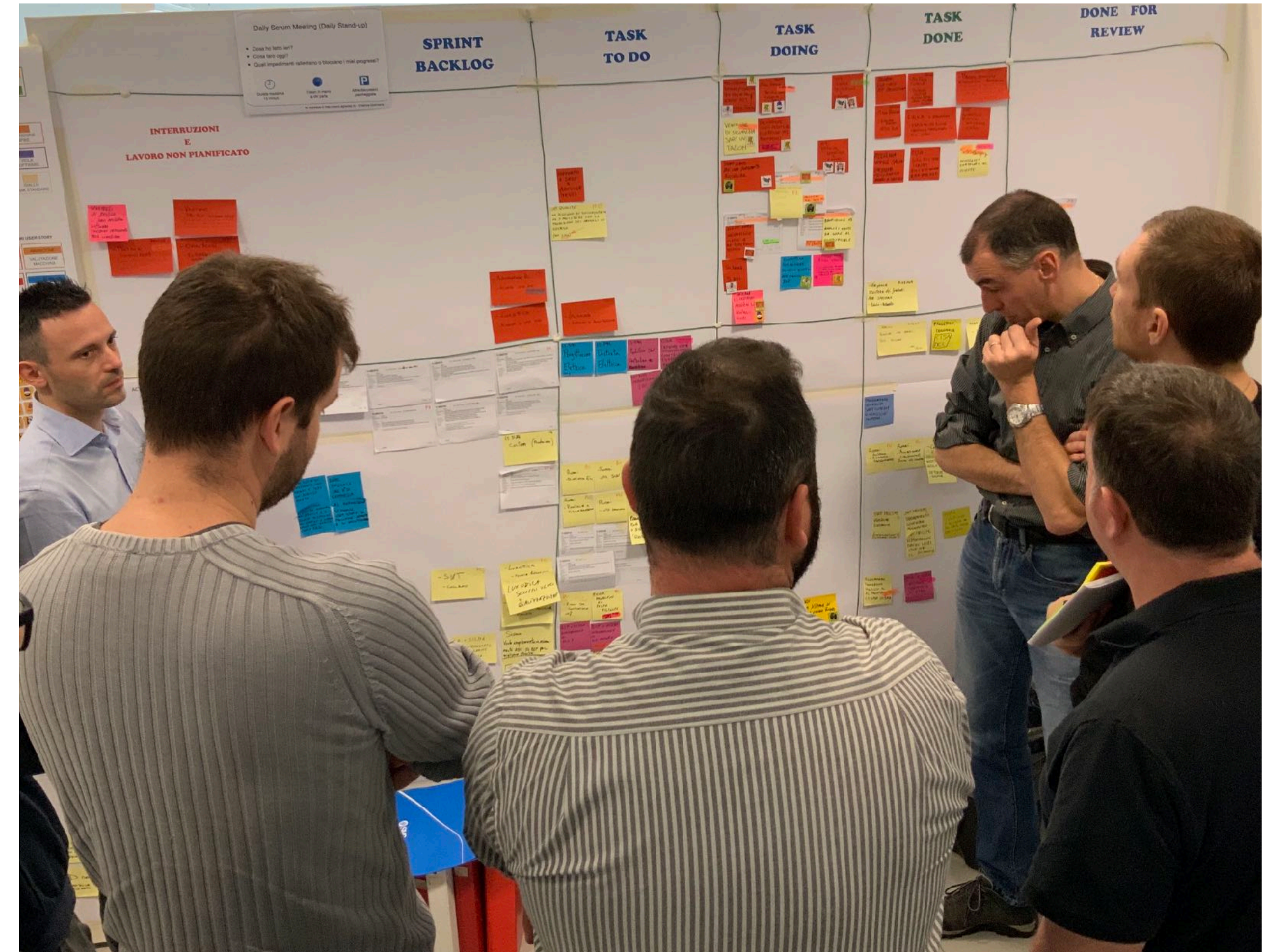
BUFFET PLANNING

- We behave like a real buffet: you can't take too little, because it would not be polite, but you can't take too much because you have to eat whatever you take.
- A very energetic meeting where discussions took place spontaneously; a managed chaos.
- No chairs in the room: the result is short and concise discussions.



DAILY SCRUM

- The two daily meetings, one after the other. Most of the team members observe other team daily.
- The discussion is done following the flow of the work rather than individual activities.
- Sometimes the task is developed in pairs by people of the needed skills rather than the specific team.
- The production tasks are in a specific board with wheels that can be moved close to the production area.



PRODUCT BACKLOG REFINEMENT

- Just as anybody, this is the event that takes time to learn. This team started doing it all together and then decided to do it sending a representative.
- Useful facilitation technique: [Triple Nickels](#) Retrospective adapted to Refinement.
- We sit in a circle, including the PO, working in pairs. Each pair pick up a story, append with post-its pieces of information, comments, and questions and pass it to the next pair. If a pair agree that the story is ready, they apply a Green Label. After one full round, the story with more than 3 green labels are called ready, and the PO clarify the remaining stories.



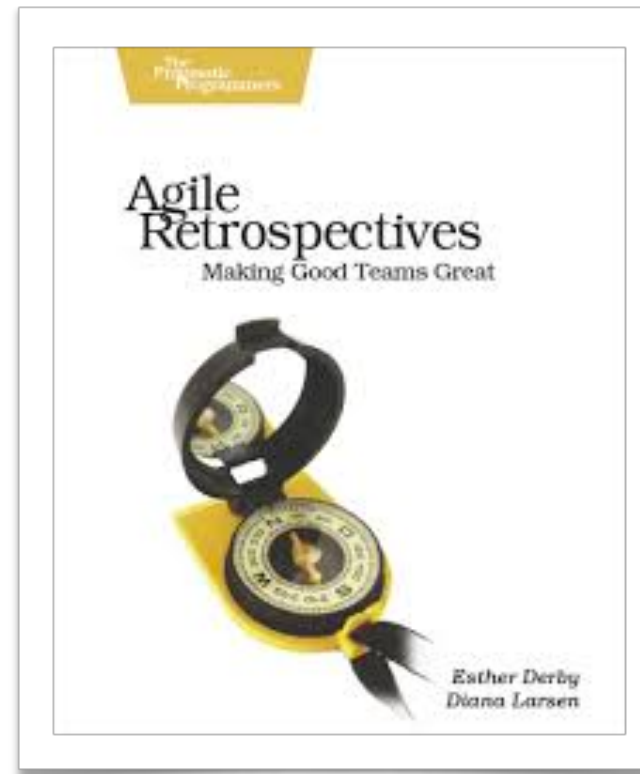
SPRINT REVIEW

- The review covers increments from pre-sale to shipment and one-site installation, using 3D models, diagrams, simulations, photos, and videos.
- The production site area is next door, most of the time, the conversation continues in front of the real machine, if it's not already shipped.
- With Scrum for Hardware "shipped" means that the product it's on a truck on the way to the customer! It's not easy like with software! 😊



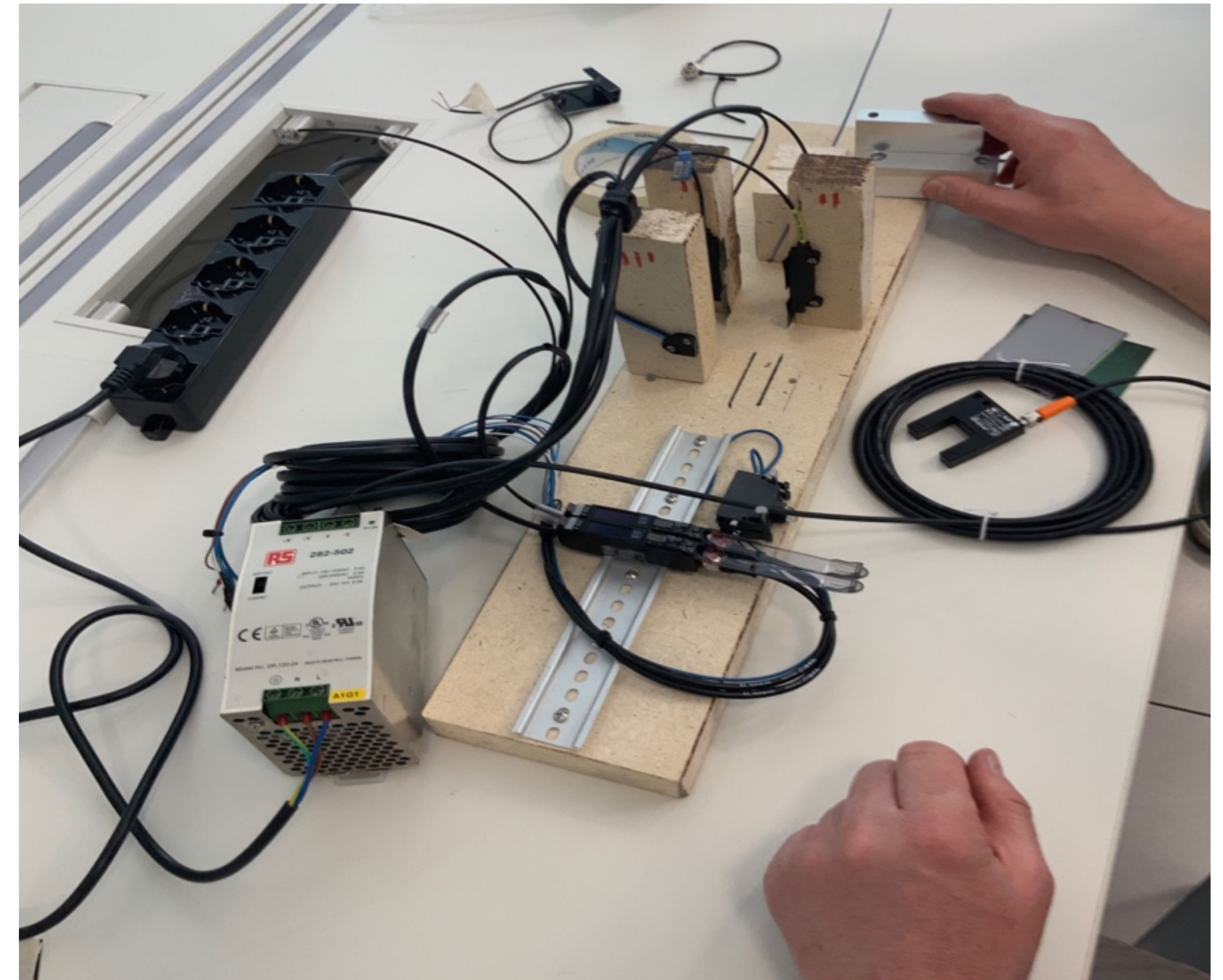
SPRINT RETROSPECTIVE

- Not much different from any other Scrum Team.
- The team decided to have this Scrum Event collectively.
- Facilitation technique allows to respect the time box:
 - Glad, Sad, Mad
 - Like, Learn, Lack
 - Starfish
 - Sprint Timeline
 - etc.



PROTOTYPING ALLOWS SHORT FEEDBACK LOOP

- Single module redesign can be quickly prototyped to reduce risks.
- Prototyping lead time stays within one Sprint.
- Prototype practices include the use of wood, 3d printing, and manually shaped aluminum.
- It's the equivalent of Software Team's Spikes.



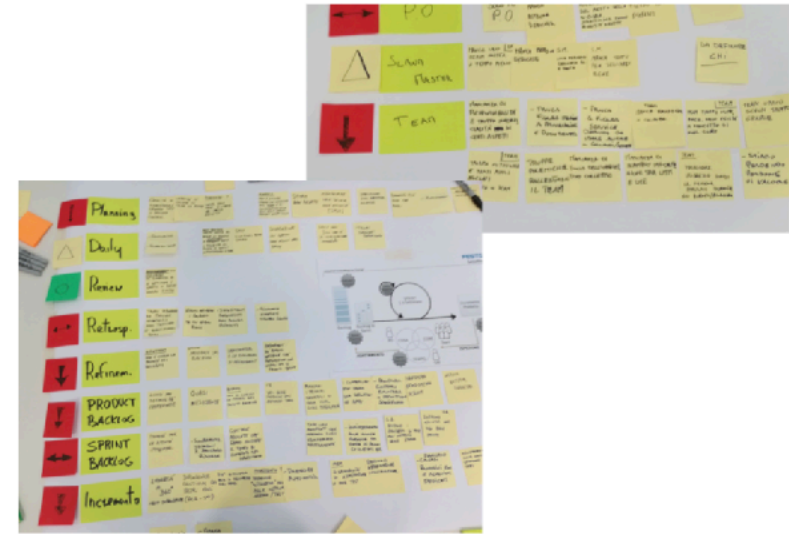
TEAM SELF ASSESSMENT

- At the SPRINT 8 RETROSPECTIVE, the Team used the **ScrumInc Assessment** for self-evaluating their Scrum fluency.
- For each Scrum component, they listed the known impediments. Those impediments, mostly at the organizational level, (such as Sales, Procurement, Service, etc.) filled up the EAT backlog for the organizational changes.
- Then we had an anonymous vote: "If you were the CEO, would you continue to transform the organization with Scrum?" **75% YES** (12 people), **19% YES BUT** with organizational adaptation first (3 people), **6% abstained**.

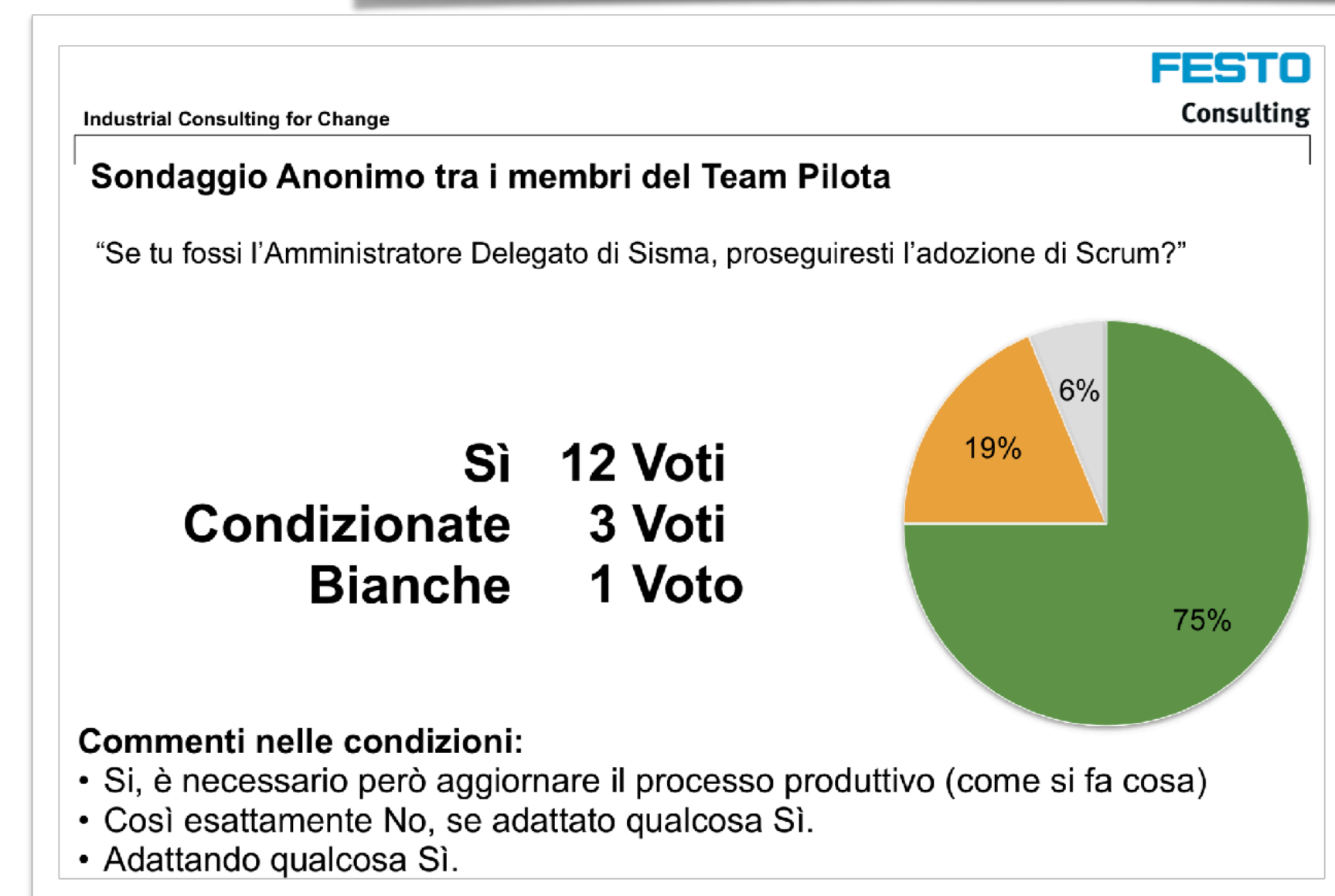
Industrial Consulting for Change **FESTO Consulting**

Metodo di Self Assessment e Legenda Valori

Il self assessment è stato condotto con il metodo di ScrumInc, derivato dal sistema di valutazione dei blocchi del Toyota Production System.
Gli elementi della valutazione sono gli 11 elementi base dello Scrum: 3 Ruoli, 5 Eventi e 3 Artefatti.
Non vanno intesi come problemi ma bensì come **sintomi** di miglioramenti sistemici da indirizzare.



O	Great No Impediment
△	Some Impediments Team Progress Not Impacted
↑	Some Impediments Team Progress Impacted Situation Improving
↔	Some Impediments Team Progress Impacted Situation Stagnant
↓	Significant Impediments Team Progress Impacted Situation Deteriorating
X	Major Impediments Team Blocked

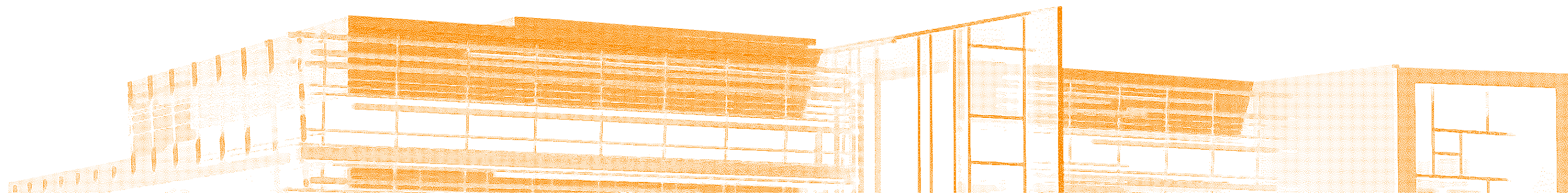


NEXT STEPS

- EAT and EMS Formation, with their own cadence.
- Two more Scrum Teams: HP Laser Machine and Software Development.
- Continue to Inspect and Adapt.

Benefits observed

- ✓ Motivation and involvement
- ✓ Transparency
- ✓ Team work and Team accountability
- ✓ A more sustainable development, with early risks reduction
- ✓ More alignment with the overall strategy (thanks to the METASCRUM) and to better fit to market needs (thanks to the SPRINT REVIEW and frequent feedbacks)



Point of attention

- ✓ Mindset change: it's not your boss who tells you what to do, you need to find it out with your team.
- ✓ The rest of the company needs to be integrated into this mindset shift.
- ✓ Management needs to be proactive in solving the impediments.
- ✓ Different use of office space needs to be taken into consideration.

